

# OVERBURN!

## BRIEFING MANUAL

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# OVERRUN! Briefing Manual: Introduction

This manual provides technical information useful in playing a game of **OVERRUN**. The majority of this manual consists of the unit data charts and the weapons chart. In addition, there are some formation composition charts, the terrain effects charts, and the scenario notes.

## THE UNIT DATA CHARTS AND THE WEAPON CHART:

The following charts contain much information which is helpful in playing **OVERRUN**. The following charts are broken down into two main groups: the four unit data charts and a weapons chart. The unit data charts set forth all necessary information about the units except for the information about the combat weapons that they carry. This information is contained in the weapons chart.

By using the editing feature of **OVERRUN**, you can change the unit type for any unit which the computer gives you. In the scenarios you can also change the weapons that each unit carries. The information needed to do this is contained in the following charts.

There are four unit charts used in the game, and the one you are using depends on the front being played and the nationality of your force. All unit charts use the same weapons chart. Some weapons, however, appear only on one front; this information is given on the weapons chart.

## UNIT DATA CHARTS:

The following column headings are used on the unit data charts:

**NO.:** This is the number to be entered for unit type when editing your units.

**NAME:** The name of the unit.

**SIZE:** The silhouette size of a vehicle unit.

**SPD:** The maximum speed of the unit.

**CRW:** The number of men in a vehicle's crew, or the number of men in a non-vehicle unit.

**FS:** The unit's first shot rating.

**CLS:** The class of the unit.

**RF:** The range finder rating of the unit.

**RA:** The amount of reactive armor the unit has.

**TG:** A vehicle unit's turret or upper hull gun(s).

**HG:** A vehicle unit's hull gun(s).

**FK:** The front kinetic armor rating for a vehicle.

**FH:** The front HEAT armor rating for a vehicle.

**SK:** The side kinetic armor rating for a vehicle.

**SH:** The side HEAT armor rating for a vehicle.

**TP:** The top armor rating for a vehicle.

**1ST YR:** The first time period that the unit available. (1 is '56, 2 is '67, 3 is '73, and 4 is Near Future.)

**TS:** Whether unit has thermal sights.

**CST:** The cost of the unit.

Note that a non-vehicle unit will always have the first weapon listed; there is a random chance that it will have all or some of the other weapons listed for it. In addition, the number under top armor for a non-vehicle unit is its carrying cost. A 99 here means the unit cannot be transported.



NATO-EUROPE UNIT DATA

NO.	NAME	SIZE	SPD	CRW	FS	CLS	RF	RA	TG	TG	HG	HG	FK	FH	SK	SH	TP	1STYR	TS	COST
1	M1 ABRAMS	5	21	4	20	5	20	0	120MM GUN	HVY-MG	VEH-MG	VEH-MG	42	72	18	36	9	4	Y	34
2	M60A3	6	15	4	16	5	10	19	105MM GUN	HVY-MG	VEH-MG	VEH-MG	27	27	9	9	9	4	N	24
3	M60A1	6	15	4	16	5	5	19	105MM GUN	HVY-MG	VEH-MG	VEH-MG	24	24	9	9	9	4	N	22
4	M2 BRADLEY	4	21	2	20	7	0	19	25 AC	TOW 3	VEH-MG	VEH-MG	15	30	6	15	6	4	Y	21
5	M113	4	18	2	20	7	0	0	HVY-MG				3	3	1	1	1	4	N	5
6	M113CAV	4	18	2	20	7	0	0	HVY-MG	VEH-MG	VEH-MG	VEH-MG	3	3	1	1	1	4	N	7
7	M901	4	18	3	12	10	0	0	TOW 3	VEH-MG	VEH-MG	VEH-MG	3	3	1	1	1	4	N	15
8	M106	4	18	3	10	14	0	0	4.2IN MOR	HVY-MG	VEH-MG	VEH-MG	3	3	1	1	1	4	N	6
9	M125	4	18	3	10	14	0	0	81MOR	HVY-MG	VEH-MG	VEH-MG	3	3	1	1	1	4	N	5
10	M163A2	4	18	2	20	10	AA	0	20 GAT				3	3	1	1	1	4	Y	13
11	ADATS	5	21	3	9	11	AA	0	ADATS	M72 LAW	M72 LAW	M72 LAW	15	30	6	15	1	4	Y	20
12	SQUAD	1	6	6	20	1	0	0	AUTO-RIF	AUTO-RIF			0	0	0	0	6	4	N	2
13	DRAGON TM	1	6	2	1	1	0	0	DRAGON	AUTO-RIF			0	0	0	0	2	4	N	3
14	STINGER	1	4	2	2	1	AA	0	STINGER	AUTO-RIF			0	0	0	0	3	4	N	3
15	APACHE	2	30	2	16	12	0	0	30 GAT	HELLFIRE	70MM RKT	70MM RKT	12	12	12	12	12	4	Y	35
16	COBRA	2	30	2	16	12	0	0	20 GAT	TOW3	70MM RKT	70MM RKT	6	6	6	6	6	4	N	30
17	CHALLENGER	5	18	4	16	5	20	0	120MM GUN	VEH-MG	VEH-MG	VEH-MG	45	75	15	33	9	4	N	33
18	CHIEFTAIN	5	15	4	16	5	20	0	120MM GUN	VEH-MG	VEH-MG	VEH-MG	36	36	12	12	9	4	N	25
19	MCV-80	4	21	2	20	7	0	0	30 AC		VEH-MG	VEH-MG	9	9	3	3	3	4	N	11
20	FV432	4	15	2	20	7	0	0	VEH-MG				3	3	1	1	1	4	N	5
21	SARACEN	4	18	2	20	7	0	0	VEH-MG				3	3	1	1	1	4	N	5
22	FV432M	4	15	2	10	14	0	0	81 MOR	VEH-MG	VEH-MG	VEH-MG	3	3	1	1	1	4	N	6
23	STRIKER	3	21	3	10	11	0	0	SWINGFIRE	VEH-MG	VEH-MG	VEH-MG	6	6	3	3	3	4	Y	16
24	SPARTAN MI	3	21	3	10	11	0	0	MILAN	VEH-MG	VEH-MG	VEH-MG	6	6	3	3	3	4	N	14
25	SCORPION	3	21	3	16	5	5	0	76MM GUN		VEH-MG	VEH-MG	6	6	3	3	3	4	N	12



NATO-EUROPE UNIT DATA (CONTINUED)

NO.	NAME	SIZE	SPD	CRW	FS	CLS	RF	RA	TG	TG	HG	HG	FK	FH	SK	SH	TP	1ST	YR	TS	COST
26	SCIMITAR	3	21	3	20	5	0	0	30 AC		VEH-MG		6	6	3	3	3	4	N	10	
27	FERRET	3	15	2	20	10	0	0	VEH-MG				1	1	1	1	1	4	N	3	
28	FOX	3	15	3	20	10	0	0	30 AC		VEH-MG		3	3	1	1	1	4	N	8	
29	TR-1	6	15	6	2	11	AA	0	RAPIER				0	0	0	0	0	4	Y	16	
30	WOMBAT	1	0	3	10	2	0	0	WOMBAT		SEMI-RIF		0	0	0	0	5	4	N	5	
31	BLOWPIPE	1	4	2	2	1	AA	0	BLOWPIPE		SEMI-RIF		0	0	0	0	3	4	N	3	
32	SQUAD	1	6	8	20	1	0	0	SEMI-RIF		GUSTAV	LIGHT-MG	0	0	0	0	8	4	N	4	
33	LYNX	3	30	1	12	12	0	0	20 AC		HOT		6	6	6	6	4	N	28		
34	LEOPARD2	5	21	4	20	5	20	0	120 MM GUN		VEH-MG		39	69	15	33	9	4	Y	33	
35	LEOPARD1A4	5	18	4	16	5	5	0	105MM GUN		VEH-MG		21	33	9	21	9	4	N	20	
36	M48A2G	5	15	4	16	5	5	0	105MM GUN		VEH-MG		21	21	9	9	9	4	N	17	
37	JAGUAR-2	3	18	3	1	11	0	0	TOW 2		VEH-MG		15	24	6	15	3	4	N	16	
38	JAGUAR-1	3	18	3	1	11	0	0	HOT		VEH-MG		12	21	6	15	3	4	N	16	
39	KANONE	3	18	4	8	6	10	0	90MM GUN		VEH-MG		15	15	6	6	6	4	N	14	
40	MARDER A1	4	18	2	20	7	0	0	MILAN		VEH-MG		12	12	6	6	3	4	N	16	
41	TPZ-1	4	18	2	20	7	0	0	VEH-MG				3	3	1	1	1	4	N	4	
42	SPZ 52-3	3	15	3	10	14	0	0	120 MOR		VEH-MG		4	4	3	3	3	4	N	7	
43	LUCHS	5	18	4	20	10	0	0	20 AC		VEH-MG		6	6	3	3	3	4	N	7	
44	GEPA RD	6	18	3	20	10	AA	0	35 AC				6	6	3	3	3	4	Y	16	
45	ROLAND	6	18	6	2	11	AA	0	ROLAND				3	3	1	1	0	4	Y	18	
46	SQUAD	1	6	6	20	1	0	0	AUTO-RIF		LIGHT-MG	PZF44	0	0	0	0	6	4	N	2	
47	MILAN TM	1	6	2	1	1	0	0	MILAN		AUTO-RIF		0	0	0	0	2	4	N	3	
48	PAH-1	2	25	1	12	12	0	0	HOT				3	3	3	3	3	4	N	27	
49	AMX-40	5	21	4	20	5	20	0	120MM GUN		VEH-MG	20 AC	24	48	9	21	9	4	N	28	
50	AMX-30B2	4	18	4	20	5	10	0	105MM GUN		VEH-MG	20 AC	15	27	6	12	9	4	N	20	
51	AMX13/105	4	18	3	12	5	0	0	105MM GUN		VEH-MG	VEH-MG	9	9	3	3	3	4	N	12	
52	AMX13/75SS	4	18	3	16	5	0	0	75MM GUN		SS-11	VEH-MG	9	9	3	3	3	4	N	13	



NO.	NAME	SIZE	SPD	CRW	FS	CLS	RF	RA	TG	TG	HG	HG	FK	FH	SK	SH	TP	1STYR	TS	COST
53	AMX13/75HA	4	18	3	16	5	0	0	75MM GUN	HARPON	VEH-MG		9	9	3	3	3	4	N	14
54	AMX-10RC	4	18	4	12	5	10	0	105MM GUN		VEH-MG		9	9	6	6	6	4	N	16
55	ERC 90S	4	18	3	16	5	10	0	90MM GUN		VEH-MG		6	6	3	3	3	4	N	13
56	AMX-10P	4	18	2	24	7	0	0	20 AC		VEH-MG		6	6	1	1	1	4	N	6
57	AMX-VCI	4	18	2	24	7	0	0	HVY-MG				6	6	1	1	1	4	N	5
58	MEPHISTO	4	15	3	8	11	0	0	HOT				3	3	1	1	1	4	N	12
59	VAB/PM81	4	15	3	10	14	0	0	81 MOR	VEH-MG			3	3	1	1	1	4	N	5
60	VTT/PMH20	4	18	3	10	14	0	0	120 MOR				6	6	3	3	3	4	N	6
61	AMX-30DCA	6	18	3	20	10	AA	0	30 AC	30 AC			6	6	3	3	3	4	N	16
62	SQUAD	1	6	8	20	1	0	0	AUTO-RIF	LRAC	LIGHT-MG		0	0	0	0	8	4	N	3
63	GAZELLE	2	30	1	12	12	0	0	20 AC	HOT	70MM RKT	70MM RKT	1	1	1	1	1	4	N	28
64	UH-1H	2	20	1	12	12	0	0	HVY-MG				1	1	1	1	0	4	N	10
66	LIGHT ART	2	0	9	3	3	0	0	105MM FH	105MM FH	105MM FH		0	0	0	0	99	4	N	6
67	MDM ART	2	0	9	3	3	0	0	155MM FH	155MM FH	155MM FH		0	0	0	0	99	4	N	9
68	HVY ART	2	0	9	3	3	0	0	203 MM FH	203MM FH	203MM FH		0	0	0	0	99	4	N	12
69	MRLS	2	0	9	99	3	0	0	227MM RKT	227MM RKT	227MM RKT		0	0	0	0	99	4	Y	10
70	PILL BOX	1	0	8	15	9	0	0	90MM GUN	HVY-MG	AUTO-RIF	AUTO-RIF	227MM RKT	227MM RKT	20	30	99	4	N	20



BLUE-MIDEAST UNIT DATA

NO.	NAME	SIZE	SPD	CRW	FS	CLS	RF	RA	TG	TG	HG	HG	FK	FH	SK	SH	TP	1ST	YR	TS	COST
1	M1 ABRAMS	5	21	4	20	5	20	0	120 MM GUN	HVY-MG	VEH-MG	VEH-MG	42	72	18	36	9	4	4	Y	34
2	M60A3	6	15	4	16	5	10	19	105MM GUN	HVY-MG	VEH-MG	VEH-MG	27	27	9	9	9	4	4	Y	30
3	M60A1	6	15	4	16	5	5	19	105MM GUN	HVY-MG	VEH-MG	VEH-MG	24	24	9	9	9	3	3	N	20
4	M2 BRADLEY	4	21	2	20	7	0	19	25 AC	TOW 3	VEH-MG	VEH-MG	15	30	6	15	6	4	4	Y	21
5	M113	4	18	2	20	7	0	0	HVY-MG	HVY-MG	VEH-MG	VEH-MG	3	3	1	1	1	3	3	N	5
6	M113CAV	4	18	2	20	7	0	0	HVY-MG	VEH-MG	VEH-MG	VEH-MG	3	3	1	1	1	3	3	N	7
7	M901	4	18	3	1	10	0	0	TOW 3	VEH-MG	VEH-MG	VEH-MG	3	3	1	1	1	4	4	N	15
8	M106	4	18	3	10	14	0	0	4.2IN MOR	HVY-MG	VEH-MG	VEH-MG	3	3	1	1	1	4	4	N	6
9	M125	4	18	3	10	14	0	0	81 MOR	HVY-MG	VEH-MG	VEH-MG	3	3	1	1	1	2	2	N	5
10	M163A2	4	18	2	20	10	AA	0	20 GAT	HVY-MG	VEH-MG	VEH-MG	3	3	1	1	1	4	4	Y	13
11	CHAPARRAL	6	18	4	2	11	AA	0	CHAPARRAL				15	15	15	15	6	4	4	N	7
12	SQUAD	1	6	10	20	1	0	0	AUTO-RIF	M72 LAW	SMAW		0	0	0	0	6	4	4	N	2
13	DRAGON TM	1	6	2	1	1	0	0	DRAGON	AUTO-RIF			0	0	0	0	2	3	3	N	3
14	STINGER	1	4	20	2	1	AA	0	STINGER	AUTO-RIF			0	0	0	0	3	4	4	N	3
15	APACHE	2	30	2	16	12	0	0	30 GAT	HELLFIRE	70MM RKT	70MM RKT	12	12	12	12	12	4	4	Y	35
16	COBRA	2	30	2	16	12	0	0	20 GAT	TOW 3	70MM RKT	70MM RKT	6	6	6	6	6	3	3	N	30
17	UH-1	2	30	2	16	12	0	0	HVY-MG				6	6	6	6	0	3	3	N	20
18	MERKAVA	5	15	4	16	5	10	19	105MM GUN	VEH-MG	HVY-MG	HVY-MG	36	48	18	24	9	4	4	N	35
19	M-48	5	15	4	16	5	5	0	105MM GUN	VEH-MG	VEH-MG	VEH-MG	21	21	9	9	9	3	3	N	17
20	M-47	5	15	4	16	5	5	0	90MM GUN	VEH-MG	VEH-MG	VEH-MG	21	21	9	9	9	2	2	N	16
21	CENTURION	5	15	4	16	5	5	0	105MM GUN	VEH-MG	VEH-MG	VEH-MG	36	36	12	12	9	2	2	N	18
22	ISHERMAN	5	15	5	16	5	5	0	105MM GUN	HVY-MG	VEH-MG	VEH-MG	12	12	6	6	4	2	2	N	15
23	SHERMAN	5	15	5	16	5	5	0	76MM GUN	HVY-MG	VEH-MG	VEH-MG	10	10	5	5	4	1	1	N	12
24	TI-67	4	15	4	12	5	5	0	105MM GUN	HVY-MG	VEH-MG	VEH-MG	24	24	12	12	9	3	3	N	17
25	AMX-13	4	18	3	16	5	5	0	75MM GUN	HVY-MG	VEH-MG	VEH-MG	9	9	3	3	3	1	1	N	13
26	M3-HT	3	18	2	20	7	0	0	HVY-MG				1	1	1	1	0	1	1	N	4



NO.	NAME	SIZE	SPD	CRW	FS	CLS	RF	RA	TG	TG	HG	HG	FK	FH	SK	SH	TP	1ST	YR	TS	COST
27	JEEP/106RR	2	20	2	10	10	0	0	106MM RR				0	0	0	0	0	2	N	6	
28	M113 TOW	4	18	2	1	7	0	0	TOW 2	HVY-MG			3	3	1	1	1	3	N	10	
29	MECH SQD	1	6	6	20	4	0	0	SEMI-RIF	LIGHT-MG	BAZOOKA		0	0	0	0	6	1	N	2	
30	MECH SQD	1	6	6	20	1	0	0	SEMI-RIF	LIGHT-MG	M72 LAW		0	0	0	0	6	3	N	3	
31	PARA SQD	1	6	6	22	1	0	0	SUB-MCHNG	LIGHT-MG	BAZOOKA		0	0	0	0	6	1	N	3	
32	PARA SQD	1	6	6	22	1	0	0	SUB-MCHNG	LIGHT-MG	M72 LAW		0	0	0	0	6	3	N	3	
33	AMX-30	4	18	4	20	5	10	0	105MM GUN	VEH-MG	20 AC		15	27	6	12	9	4	N	20	
34	T-72	4	18	3	12	5	10	0	125MM GUN	HVY-MG	VEH-MG		33	33	12	12	9	4	N	24	
35	T-62	4	15	4	12	5	0	0	115MM GUN	HVY-MG	VEH-MG		27	27	9	9	9	3	N	18	
36	T-55	4	15	4	12	5	0	0	100MM GUN	HVY-MG	VEH-MG		24	24	12	12	9	2	N	17	
37	T-34	4	15	4	12	5	0	0	85MM GUN	VEH-MG	VEH-MG		11	11	6	6	3	1	N	11	
38	PT-76	4	15	3	12	5	0	0	122MM GUN		VEH-MG		3	3	1	1	1	3	N	7	
39	BMP	3	18	3	12	7	0	0	73MM GUN	SAGGER	VEH-MG		6	6	1	1	1	3	N	10	
40	BTR-50	4	15	3	20	8	0	0	VEH-MG				3	3	1	1	1	2	N	3	
41	BTR-60	4	18	2	20	7	0	0	VEH-MG				3	3	1	1	0	3	N	3	
42	BTR-152	4	15	2	20	7	0	0	VEH-MG				1	1	1	1	1	3	N	2	
43	BRDM	3	15	2	1	11	0	0	SAGGER	SAGGER			3	3	1	1	1	3	N	9	
44	ZSU-23	5	15	6	20	5	AA	0	23 AA(4)				1	1	1	1	1	3	Y	15	
45	HIND	3	30	2	12	12	0	0	MED-MG	SAGGER	57MM GUN		6	6	6	6	6	4	N	30	
46	MI-8	3	30	2	12	12	0	0	HVY-MG				3	3	3	3	0	4	N	15	
47	INF SQD	1	6	8	20	1	0	0	AUTO-RIF	LIGHT-MG	RPG-7		0	0	0	0	8	3	N	2	
48	SAGGER TM	1	4	2	1	1	0	0	SAGGER	AUTO-RIF			0	0	0	0	2	3	N	4	
49	SA-7	1	4	2	2	0	AA	0	SA-7				0	0	0	0	2	3	N	2	
50	LAV-25	4	15	3	20	7	15	0	25 AC	VEH-MG			3	3	3	3	3	4	N	10	
51	LAV-AG	4	15	3	10	5	15	0	90MM GUN	VEH-MG			3	3	3	3	3	4	Y	15	
52	LAV-TOW	4	15	3	1	10	0	0	TOW 3	HVY-MG			3	3	3	3	3	4	Y	15	
53	HUMMER	3	15	2	1	10	0	0	TOW 3				1	1	1	1	0	4	N	10	



BLUE-MIDEAST UNIT DATA (CONTINUED)

NO.	NAME	SIZE	SPD	CRW	FS	CLS	RF	RA	TG	TG	HG	HG	FK	FH	SK	SH	TP	1ST	YR	TS	COST
54	BAZOOKA TM	1	4	2	18	1	0	0	BAZOOKA				0	0	0	0	3	1	N	1	
55	M3/20	3	18	3	15	10	0	0	20 AC	20 AC			1	1	1	1	0	1	N	5	
56	40MM GL	1	5	1	15	1	0	0	GRENLCGR				0	0	0	0	1	3	N	1	
57	LAV-FOGM	4	15	3	1	10	90	0	FOGM				3	3	3	3	3	4	N	20	
58	ADATS	5	21	3	9	10	AA	0	ADATS				15	30	6	15	1	4	Y	20	
59	JEEP/SS-11	2	20	2	1	10	0	0	SS-11				0	0	0	0	0	3	N	7	
60	JEEP/TOW	2	20	2	1	10	0	0	TOW 2				0	0	0	0	0	3	N	8	
66	LIGHT ART	2	0	9	3	3	0	0	105MM FH	105MM FH			0	0	0	0	99	1	N	6	
67	MDM ART	2	0	9	3	3	0	0	155MM GH	155MM FH			0	0	0	0	99	1	N	9	
68	HVY ART	2	0	9	3	3	0	0	203MM FH	203MM FH			0	0	0	0	99	1	N	12	
69	MRLS	2	0	9	99	3	0	0	227MM RKT	227MM RKT	227MM RKT		0	0	0	0	99	2	Y	10	
70	PILL BOX	1	0	8	15	9	0	0	90MM GUN	MED-MG	AUTO-RIF	AUTO-RIF	20	20	30	30	99	1	N	20	

RED-MIDEAST UNIT DATA

NO.	NAME	SIZE	SPD	CRW	FS	CLS	RF	RA	TG	TG	HG	HG	FK	FH	SK	SH	TP	1ST	YR	TS	COST
1	T-94	3	18	3	16	5	20	19	135MM GUN	HVY-MG	VEH-MG		48	81	15	30	9	4	Y	35	
2	T-80	4	18	3	12	5	20	19	125MM GUN	HVY-MG	VEH-MG		36	54	12	12	9	4	N	28	
3	T-72	4	18	3	12	5	10	0	125MM GUN	HVY-MG	VEH-MG		33	33	12	12	9	4	N	24	
4	T-64	4	18	3	16	5	10	19	125MM GUN	HVY-MG	VEH-MG		33	33	12	12	9	4	N	25	
5	T-62	4	15	4	12	5	0	0	115MM GUN	HVY-MG	VEH-MG		27	27	9	9	9	3	N	18	
6	T-55	4	15	4	12	5	0	0	100MM GUN	HVY-MG	VEH-MG		24	24	12	12	9	2	N	17	



NO.	NAME	SIZE	SPD	CRW	FS	CLS	RF	RA	TG	TG	HG	HG	FK	FH	SK	SH	TP	1ST	YR	TS	COST
7	PT-76	4	15	3	12	5	0	0	76MM GUN		VEH-MG		3	3	1	1	1	3	N	7	
8	ASU-85	3	15	3	8	6	0	0	85MM GUN		VEH-MG		9	9	3	3	3	4	N	10	
9	ASU-57	2	15	3	12	6	0	0	57MM GUN				1	1	1	1	0	3	N	5	
10	T-34	4	15	5	12	5	0	0	85MM GUN		VEH-MG		11	11	6	6	3	1	N	11	
11	JS-III	4	12	4	12	5	0	0	122MM GUN		VEH-MG		20	20	11	11	6	1	N	16	
12	T-10M	4	15	4	12	5	0	0	122MM GUN		VEH-MG		22	22	11	11	6	2	N	17	
13	SU-100	4	15	4	10	6	0	0	100MM GUN		HVY-MG		15	15	6	6	3	1	N	12	
14	BTR-50PK	4	15	3	20	8	0	0	VEH-MG				3	3	1	1	0	1	N	3	
15	BTR-60P	4	18	2	20	7	0	0	VEH-MG				3	3	1	1	0	2	N	3	
16	BTR-70	4	18	3	20	7	0	0	HVY-MG		VEH-MG		3	3	1	1	1	3	N	4	
17	BMD	3	21	3	12	7	0	0	73MM GUN		SAGGER		6	6	1	1	1	3	N	10	
18	BTR-40	3	15	2	20	7	0	0	HVY-MG				1	1	1	1	0	1	N	2	
19	BMP	3	18	3	12	7	0	0	73MM GUN		SAGGER		6	6	1	1	1	3	N	10	
20	BMP-SHU	3	18	3	20	7	0	0	VEH-MG				6	6	1	1	1	3	N	3	
21	BRDM-1	3	15	2	20	11	0	0	VEH-MG				3	3	1	1	1	3	N	3	
22	BRDM-2	3	15	2	20	10	0	0	HVY-MG		VEH-MG		3	3	1	1	1	3	N	4	
23	BRDM-2SAG	3	15	2	1	11	0	0	SAGGER		SAGGER		3	3	1	1	1	3	N	9	
24	BRDM-3SPI	3	15	2	1	11	0	0	SPIGOT		SPIGOT		3	3	1	1	1	4	N	11	
25	BRDM-3SPA	3	15	2	1	11	0	0	SPANDREL		SPANDREL		3	3	1	1	1	4	N	11	
26	SAU-122	4	18	5	3	14	0	0	122MM FH				3	3	1	1	1	1	N	9	
27	SAU-152	5	15	5	3	14	0	0	152MM FH				3	3	1	1	1	1	N	10	
28	VASILEK	4	18	5	10	14	0	0	82GUNMTR		82GUNMTR		6	6	1	1	0	1	N	10	
29	ZSU-57-2	5	15	6	16	5	AA	0	57AA(2)				3	3	1	1	0	3	N	10	
30	ZSU-23-4	5	15	6	20	5	AA	0	23AA(40)				1	1	1	1	1	3	Y	15	
31	SA-8	6	15	3	2	11	AA	0	SA-8				1	1	1	1	0	3	Y	8	
32	SA-9	4	15	3	2	11	AA	0	SA-9				3	3	1	1	1	4	N	7	
33	SA-13	4	18	3	2	11	AA	0	SA-13				3	3	1	1	1	4	Y	8	



RED-MIDEAST UNIT DATA (CONTINUED)

NO.	NAME	SIZE	SPD	CRW	FS	CLS	RF	RA	TG	TG	HG	HG	FK	FH	SK	SH	TP	1ST	YR	TS	COS
34	GAZ-69	3	12	2	0	7	0	0					0	0	0	0	0	1	N	1	
35	M-44	1	0	6	10	2	0	0	130MM GUN	SEMI-RIF			0	0	0	0	15	1	N	9	
36	T-12	1	0	6	10	2	5	0	100MM GUN	SEMI-RIF			0	0	0	0	15	1	N	7	
37	D-44	1	0	5	12	2	0	0	85MM GUN	SEMI-RIF			0	0	0	0	10	1	N	5	
38	120 MOR	1	0	4	10	4	0	0	120 MOR	SEMI-RIF			0	0	0	0	5	1	N	4	
39	82 MOR	1	0	4	10	4	0	0	82 MOR	SEMI-RIF			0	0	0	0	3	1	N	3	
40	SQUAD	1	6	8	20	1	0	0	AUTO-RIF	RPG-16	RPG-18	LIGHT-MG	0	0	0	0	8	4	N	3	
41	SQUAD	1	6	8	20	1	0	0	AUTO-RIF	RPG-7	LIGHT-MG		0	0	0	0	8	3	N	3	
42	SQUAD	1	6	8	20	1	0	0	AUTO-RIF	BAZOOKA	LIGHT-MG		0	0	0	0	8	1	N	2	
43	INF SQD	1	6	10	20	1	0	0	AUTO-RIF	M72 LAW	LIGHT-MG		0	0	0	0	10	4	N	3	
44	SAGGER TM	1	6	2	1	1	0	0	SAGGER	AUTO-RIF			0	0	0	0	2	3	N	2	
45	SPIGOT TM	1	6	2	1	1	0	0	SPIGOT	AUTO-RIF			0	0	0	0	2	4	N	3	
46	SPG-9 TM	1	3	2	12	2	0	0	SPG-9	AUTO-RIF			0	0	0	0	3	4	N	3	
47	30MM AGL	1	5	1	20	1	0	0	GREENLCHR				0	0	0	0	1	4	N	2	
48	SA-7	1	4	2	2	1	AA	0	SA-7				0	0	0	0	2	3	N	2	
49	HIP-E	3	30	2	12	12	0	0	HVY-MG	57MM RKT	57MM RKT		3	3	3	3	0	3	N	15	
50	HIND-A	3	30	2	12	12	0	0	HVY-MG	SAGGER	57MM RKT		6	6	6	6	6	3	N	28	
51	HIND-D	3	30	2	12	12	0	0	12.7 GAT	SWATTER	57MM RKT		6	6	6	6	6	4	N	30	
52	HAVOC	3	30	2	12	12	0	0	30GAT	SPIRAL	80MM RKT		9	9	9	9	9	4	N	35	
53	CHIEFTAN	5	15	4	16	5	20	0	120MM GUN	VEH-MG	VEH-MG		36	36	12	12	9	4	N	25	
54	M60A1	6	15	4	16	5	5	0	105MM GUN	HVY-MG	VEH-MG		24	24	9	9	9	4	N	20	
55	M-48	5	15	4	16	5	5	0	105MM GUN	VEH-MG	VEH-MG		21	21	9	9	9	3	N	17	
56	JEEP(106)	2	20	2	12	7	0	0	106MM RR				1	1	0	0	0	1	N	6	
57	M3 HT	3	15	2	20	7	0	0	HVY-MG				1	1	1	1	0	1	N	4	
58	M113	4	15	2	20	7	0	0	VEH-MG				3	3	1	1	1	3	N	6	
59	M150	4	15	2	20	7	0	0	TOW 2				1	1	1	1	1	3	N	10	
60	BM-21MRL	2	0	9	99	3	0	0	122MM RKT	122MM RKT	122MM RKT		0	0	0	0	0	1	N	15	







SOVIET-EUROPE UNIT DATA (CONTINUED)

NO.	NAME	SIZE	SPD	CRW	FS	CLS	RF	RA	TG	TG	HG	HG	VEH-MG	VEH-MG	FK	FH	SK	SH	TP	1ST	YR	TS	COST
13	BMD	2	18	3	12	7	0	0	73MM GUN	SAGGER	VEH-MG	VEH-MG	3	3	1	1	1	1	1	4	4	N	10
14	BTR-50PK	4	15	3	20	8	0	0	VEH-MG				3	3	1	1	1	1	0	4	4	N	3
15	BTR-60P	4	18	2	20	7	0	0	VEH-MG				3	3	1	1	1	1	0	4	4	N	3
16	BTR-70	4	18	3	20	7	0	0	HVY-MG	VEH-MG			3	3	1	1	1	1	1	4	4	N	4
17	BTR-152U	4	15	2	0	7	0	0					1	1	1	1	1	1	1	4	4	N	2
18	BTR-40	3	15	2	20	7	0	0	HVY-MG				1	1	1	1	1	1	0	4	4	N	2
19	MT-LB	3	18	2	20	8	0	0	VEH-MG				3	3	1	1	1	1	1	4	4	N	3
20	BMP-SHU	3	18	3	20	7	0	0	VEH-MG				6	6	1	1	1	1	1	4	4	N	3
21	BRDM-1	3	15	2	20	11	0	0	VEH-MG				3	3	1	1	1	1	1	4	4	N	3
22	BRDM-2	3	15	2	20	10	0	0	HVY-MG		VEH-MG		3	3	1	1	1	1	1	4	4	N	4
23	BRDM-2SAG	3	15	2	1	11	0	0	SAGGER	SAGGER	SAGGER		3	3	1	1	1	1	1	4	4	N	9
24	BRDM-3SPI	3	15	2	1	11	0	0	SPIGOT	SPIGOT	SPIGOT		3	3	1	1	1	1	1	4	4	N	11
25	BRDM-3SPA	3	15	2	1	11	0	0	SPANDREL	SPANDREL	SPANDREL		3	3	1	1	1	1	1	4	4	N	11
26	SAU-122	4	18	5	3	14	0	0	122MM FH				3	3	1	1	1	1	1	4	4	N	9
27	SAU-152	5	15	5	3	14	0	0	152MM FH				3	3	1	1	1	1	1	4	4	N	10
28	VASILEK	4	18	5	10	14	0	0	82GUNMTR	82GUNMTR	82GUNMTR	82GUNMTR	6	6	1	1	1	1	0	4	4	N	10
29	ZSU-57-2	5	15	6	16	5	AA	0	57AA(2)				3	3	1	1	1	1	0	4	4	N	10
30	ZSU-23-4	5	15	6	20	5	AA	0	23AA(4)				1	1	1	1	1	1	1	4	4	Y	15
31	SA-8	6	15	3	2	11	AA	0	SA-8				1	1	1	1	1	1	0	4	4	Y	8
32	SA-9	4	15	3	2	11	AA	0	SA-9				3	3	1	1	1	1	1	4	4	N	7
33	SA-13	4	18	3	2	11	AA	0	SA-13				3	3	1	1	1	1	1	4	4	Y	8
34	GAZ-69	3	12	2	0	7	0	0					0	0	0	0	0	0	0	4	4	N	1
35	M-44	1	0	6	10	2	0	0	130MM GUN	SEMI-RIF			0	0	0	0	0	0	15	4	4	N	9
36	T-12	1	0	6	10	2	5	0	100MM GUN	SEMI-RIF			0	0	0	0	0	0	15	4	4	N	7
37	D-44	1	0	5	12	2	0	0	85MM GUN	SEMI-RIF			0	0	0	0	0	0	10	4	4	N	5
38	120 MOR	1	0	4	10	4	0	0	120 MOR	SEMI-RIF			0	0	0	0	0	0	5	4	4	N	4
39	82 MOR	1	0	4	10	4	0	0	82 MOR	SEMI-RIF			0	0	0	0	0	0	3	4	4	N	3
40	SQUAD	1	6	8	20	1	0	0	AUTO-RIF	RPG-16	RPG-18	LIGHT-MG	0	0	0	0	0	0	8	4	4	N	3



NO.	NAME	SIZE	SPD	CRW	FS	CLS	RF	RA	TG	TG	HG	HG	FK	FH	SK	SH	TP	1ST	YR	TS	COST
42	SQUAD	1	6	8	20	1	0	0	AUTO-RIF	RPG-7	LIGHT-MG		0	0	0	0	8	4	N	2	
44	SAGGER TM	1	6	2	1	1	0	0	SAGGER	AUTO-RIF			0	0	0	0	2	4	N	2	
45	SPIGOT TM	1	6	2	1	1	0	0	SPIGOT	AUTO-RIF			0	0	0	0	2	4	N	3	
46	SPG-9 TM	1	3	2	12	2	0	0	SPG-9	AUTO-RIF			0	0	0	0	3	4	N	3	
47	30MM AGL	1	5	1	20	1	0	0	30 AGL				0	0	0	0	1	4	N	2	
48	SA-7	1	4	2	2	1	AA	0	SA-7				0	0	0	0	2	4	N	2	
49	SA-14	1	4	2	2	1	AA	0	SA-14				0	0	0	0	2	4	N	3	
50	HIND-A	3	30	2	12	12	0	0	HVY-MG	SAGGER	57MM RKT		6	6	6	6	6	4	N	28	
51	HIND-D	3	30	2	12	12	0	0	12.7 GAT	SWATTER	57MM RKT		6	6	6	6	6	4	N	30	
52	HAVOC	3	30	2	12	12	0	0	30 GAT	SPIRAL	80MM RKT		9	9	9	9	9	4	N	35	
53	HIP-E	3	25	2	12	12	0	0	HVY-MG	57MM RKT	57MM RKT		1	1	1	1	0	4	N	12	
59	SO-120	4	18	5	10	14	0	0	120GUNMTR	120GUNMTR			6	6	1	1	0	4	N	10	
60	BM-21MRL	2	0	9	99	3	0	0	122MM RKT	122MM RKT	122MM RKT		0	0	0	0	0	4	N	15	
61	BM-24MRL	2	0	9	99	3	0	0	240MM RKT	240MM RKT	240MM RKT		0	0	0	0	0	4	N	20	
62	HVY MOR	2	0	9	3	3	0	0	240 MOR	240 MOR	240 MOR		0	0	0	0	0	4	N	16	
63	MDM ART	2	0	9	3	3	0	0	122MM FH	122MM FH	122MM FH		0	0	0	0	0	4	N	10	
64	HVY ART	2	0	9	3	3	0	0	152MM FH	152MM FH	152MM FH		0	0	0	0	0	4	N	12	
65	HOWTZR	2	0	9	3	3	0	0	203MM FH	203MM FH	203MM FH		0	0	0	0	0	4	N	15	
70	PILL BOX	1	0	8	15	9	0	0	100MM GUN	HVY-MG	AUTO-RIF	AUTO-RIF	20	20	30	30	99	4	N	20	



WEAPONS CHART:

You can change a unit's weapon type by editing the unit and entering the weapon number when asked for it. A unit can have up to 4 weapons. For vehicles, the first two weapons are considered to be located in the upper hull or turret; the last two in the lower hull.

The following column headings are used on the weapons chart:

NO.: Weapon number.

WEAPON: Weapon name.

HP: HEAT penetration rating of the weapon.

KP: Kinetic penetration rating of the weapon.

AC: Accuracy rating of the gun.

RG: Maximum range of gun in squares.

IA: Infantry attack rating of the gun.

AM: The maximum amount of ammo the gun might have at the beginning of a battle.

MIDEAST WEAPONS

NO.	WEAPON	HP	KP	AC	RG	IA	AM
1	AUTO-RIF	3	0	4	12	3	100
2	SEMI-RIF	3	0	6	12	2	100
3	SUB-MCHNG	3	0	3	6	4	100
4	LIGHT-MG	3	0	12	15	8	100
5	MED-MG	3	4	16	20	12	80
6	HVY-MG	3	6	20	25	15	60
7	VEH-MG	3	6	12	15	10	80
9	12.7 GAT	3	12	25	30	15	90
10	20 AC	6	10	40	60	7	100
11	20 GAT	6	14	30	50	18	80
12	23 AA(4)	6	16	25	60	18	80
13	25 AC	6	14	20	60	7	100
14	30 AC	6	14	30	70	8	100
15	30 GAT	6	18	40	70	20	80
16	GREN LCHR	12	0	15	20	10	30
17	35 AC	6	16	30	70	9	100
18	120 MOR	9	0	1	150	8	40



NO.	WEAPON	HP	KP	AC	RG	IA	AM
19	82 MOR	6	0	1	60	6	60
20	57MM GUN	21	16	15	50	4	40
21	57AA(2)	21	20	25	50	15	40
22	57MM RKT	24	0	8	40	15	20
23	60 MOR	3	0	1	50	5	60
24	73MM GUN	30	24	20	60	6	40
25	76MM GUN	33	24	20	60	6	40
26	122MM GUN	45	40	15	60	8	40
27	81 MOR	6	0	1	60	6	60
28	85MM GUN	36	28	20	60	6	40
29	90MM GUN	42	32	20	60	6	65
30	100MM GUN	45	34	20	60	7	40
31	105MM GUN	48	40	30	80	7	65
32	105MM FH	42	0	10	150	7	40
33	4.2IN MOR	9	0	1	150	7	60
34	115MM GUN	51	38	30	80	8	40
35	120MM GUN	54	46	30	80	8	75
36	75 MM GUN	30	26	20	60	6	40
37	122MM FH	45	0	10	140	8	40
38	122MM RKT	63	0	1	199	15	4
39	125MM GUN	57	44	30	80	8	35
40	130MM GUN	60	38	30	80	9	35
41	152MM FH	51	0	10	150	9	30
42	155MM FH	51	0	10	150	9	30
43	135MM GUN	60	52	30	80	8	30
44	203MM FH	54	0	10	150	12	20
45	227MM RKT	72	0	1	199	25	4



MIDEAST WEAPONS (CONTINUED)

NO.	WEAPON	HP	KP	AC	RG	IA	AM
46	240MM RKT	78	0	1	199	27	4
47	240 MOR	24	0	1	199	17	20
48	70MM RKT	27	0	9	40	16	20
49	80MM RKT	30	0	10	50	18	10
50	106MM RR	48	0	20	40	7	20
51	TOW 2	81	0	90	65	2	10
52	TOW 3	108	0	90	65	2	10
53	HELLFIRE	120	0	95	90	10	8
54	DRAGON	60	0	90	20	2	8
55	SWINGFIRE	72	0	85	80	3	16
56	MILAN	60	0	90	40	1	5
57	HOT	90	0	90	80	2	16
58	SS-11	72	0	80	60	10	16
59	HARPON	75	0	85	60	8	4
60	SAGGER	54	0	80	60	6	4
61	SPIGOT	60	0	90	50	3	6
62	SPANDREL	63	0	90	60	3	5
63	SPIRAL	90	0	90	80	20	8
64	SWATTER	63	0	80	70	10	8
65	ADATS	120	0	95	95	5	8
66	FOGM	105	0	60	99	2	8
71	FLAMETHWR	135	0	20	1	20	6
72	SMAW	36	0	5	10	2	6
73	BAZOOKA	30	0	2	4	1	6
74	SPG-9	39	0	5	20	3	30
75	M72 LAW	36	0	2	5	2	4
76	LAW-80	54	0	5	10	4	4



NO.	WEAPON	HP	KP	AC	RG	IA	AM
77	GUSTAV	48	0	3	10	4	20
78	WOMBAT	51	0	15	40	6	20
79	PZF44	45	0	3	10	2	20
80	LRAC	48	0	4	15	2	20
81	RPG-7	36	0	4	10	2	20
82	RPG-16	60	0	5	10	3	20
83	RPG-18	36	0	2	5	2	4
84	130MM FG	48	0	10	150	9	35
85	160 MOR	48	0	1	180	12	30
86	180MM FG	54	0	10	150	10	25
87	280MM FH	64	0	10	150	18	20
88	82GUNMTR	45	0	10	130	6	10
89	120GUNMTR	54	0	10	130	8	20
91	CHAPARRAL	27	0	70	95	2	5
92	BLOWPIPE	21	0	70	65	1	3
93	RAPIER	36	0	90	95	2	9
94	ROLAND	33	0	80	95	2	10
95	SA-7	21	0	60	70	1	3
96	SA-8	27	0	80	95	2	6
97	SA-9	27	0	70	95	2	5
98	SA-13	27	0	90	95	2	6
99	STINGER	21	0	80	95	1	4



EUROPE WEAPONS

NO.	WEAPON	HP	KP	AC	RG	IA	AM
1	AUTO-RIF	3	0	4	12	3	100
2	SEMI-RIF	3	0	6	12	2	100
3	LIGHT-MG	3	0	12	15	8	100
4	MED-MG	3	4	16	20	12	80
5	HVY-MG	3	6	20	25	15	60
6	VEH-MG	3	6	12	15	10	80
9	12.7 GAT	3	12	25	30	15	90
10	20 AC	6	10	40	60	7	100
11	20 GAT	6	14	30	50	18	80
12	23 AA(4)	6	16	25	60	18	80
13	25 AC	6	14	20	60	7	100
14	30 AC	6	14	30	70	8	100
15	30 GAT	6	18	40	70	20	80
16	30 AGL	12	0	15	20	10	30
17	35 AC	6	16	30	70	9	100
19	82 MOR	6	0	1	60	6	60
20	57MM GUN	21	16	15	50	4	40
21	57AA(2)	21	20	25	50	15	40
22	57MM RKT	24	0	8	40	15	20
23	60 MOR	3	0	1	50	5	60
24	73MM GUN	30	24	20	60	6	40
25	75MM GUN	30	26	20	60	6	40
26	76MM GUN	33	24	20	60	6	40
27	81 MOR	6	0	1	60	6	60
28	85MM GUN	36	28	20	60	6	40
29	90MM GUN	42	32	20	60	6	65



NO.	WEAPON	HP	KP	AC	RG	IA	AM
30	100MM GUN	45	34	20	60	7	40
31	105MM GUN	48	40	30	80	7	65
32	105MM FH	42	0	10	150	7	40
33	4.2IN MOR	9	0	1	150	7	60
34	115MM GUN	51	38	30	80	8	40
35	120MM GUN	54	46	30	80	8	75
36	120MM MOR	9	0	1	150	8	40
37	122MM FH	45	0	10	140	8	40
38	122MM RKT	63	0	1	199	15	4
39	125MM GUN	57	44	30	80	8	35
40	130MM GUN	60	38	30	80	9	35
41	152MM FH	51	0	10	150	9	30
42	155MM FH	51	0	10	150	9	30
43	135MM GUN	60	52	30	80	8	30
44	203MM FH	54	0	10	150	12	20
45	227MM RKT	72	0	1	199	25	4
46	240MM RKT	78	0	1	199	27	4
47	240 MOR	24	0	1	199	17	20
48	70MM RKT	27	0	9	40	16	20
49	80MM RKT	30	0	10	50	18	10
51	TOW 2	81	0	90	65	2	10
52	TOW 3	108	0	90	65	2	10
53	HELLFIRE	120	0	95	90	10	8
54	DRAGON	60	0	90	20	2	8
55	SWINGFIRE	72	0	85	80	3	16
56	MILAN	60	0	90	40	1	5
57	HOT	90	0	90	80	2	16



## EUROPE WEAPONS (CONTINUED)

NO.	WEAPON	HP	KP	AC	RG	IA	AM
58	SS-11	72	0	80	60	10	16
59	HARPON	75	0	85	60	8	4
60	SAGGER	54	0	80	60	6	4
61	SPIGOT	60	0	90	50	3	6
62	SPANDREL	63	0	90	60	3	5
63	SPIRAL	90	0	90	80	20	8
64	SWATTER	63	0	80	70	10	8
65	ADATS	120	0	95	95	5	8
66	FOGM	105	0	60	99	2	8
71	FLAMETHWR	135	0	20	1	20	6
72	SMAW	36	0	5	10	2	6
74	SPG-9	39	0	5	20	3	30
75	M72 LAW	36	0	2	5	2	4
76	LAW-80	54	0	5	10	4	4
77	GUSTAV	48	0	3	10	4	20
78	WOMBAT	51	0	15	40	6	20
79	PZF44	45	0	3	10	2	20
80	LRAC	48	0	4	15	2	20
81	RPG-7	36	0	4	10	2	20
82	RPG-16	60	0	5	10	3	20
83	RPG-18	36	0	2	5	2	4
84	130MM FG	48	0	10	150	9	35
85	160 MOR	48	0	1	180	12	30
86	180MM FG	54	0	10	150	10	25
87	280MM FH	64	0	10	150	18	20
88	82GUNMTR	45	0	10	130	6	10



NO.	WEAPON	HP	KP	AC	RG	IA	AM
89	120GUNMITR	54	0	10	130	8	20
90	SA-14	24	0	75	75	1	3
91	CHAPARRAL	27	0	70	95	2	5
92	BLOWPIPE	21	0	70	65	1	3
93	RAPIER	36	0	90	95	2	9
94	ROLAND	33	0	80	95	2	10
95	SA-7	21	0	60	70	1	3
96	SA-8	27	0	80	95	2	6
97	SA-9	27	0	70	95	2	5
98	SA-13	27	0	90	95	2	6
99	STINGER	21	0	80	95	1	4



FORMATION COMPOSITION CHARTS:

The following charts show what you get when you purchase a formation after you have selected one of the unit data sets. Where vehicles are listed, you may get one or more of the types shown depending on the time period and the organization of the force.

The following column headings are used:  
NO. Number of formation in data set.  
FORMATION: Name of formation.  
UNITS/HQS: Number of units and headquarters in the formation.  
UNIT TYPE: The type(s) of units in the formation.

AVAIL: First year available. NF stands for Near Future.  
NATION: The nationality of forces for which the formation is available.  
NOTES: A listing of the vehicles which may be generated for the formation.

SOVIET-EUROPE FORMATIONS

NO.	FORMATION	UNITS/HQS	UNIT TYPE	AVAIL	NATION	NOTES
1	BRIGADE HQ	3/1	APC X 2, AA X 1	NF	ALL	APC=BTR-152U BTR-40, BMP-SHU, BRDM-2
2	1ST LN TK BN	32/4	AFV X 32	NF	SOV	AFV=T-94, T-80, T-72, T-64
3	2ND LN TK BN	32/4	AFV X 32	NF	SOV	AFV=T-62A, T-55A
4	WP TANK BN	32/4	AFV X 32	NF	WP	AFV=T-55A, T-72
5	1ST LN TK CO	13/4	AFV X 13	NF	SOV	AFV=T-94, T-80, T-72, T-64
6	2ND LN TK CO	13/4	AFV X 13	NF	SOV	AFV=T-62A, T-55A
7	WP TANK CO	13/4	AFV X 13	NF	WP	AFV=T-55A, T-72
8	1ST LN INF CO	29/4	APC X 10, INF X 10 30MM AGL X 2 VASILEK X 1 SA-7 X 3 SPIGOT X 3	NF	SOV	APC=BMP-1, BMP-2
9	2ND LN INF CO	25/4	APC X 10, INF X 10 30MM AGL X 2 SA-7 X 3	NF	SOV	APC=BTR-50PK BTR-60P, BTR-70, MT-LB



NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL	NOTES
10	WP INF CO	20/4	APC X 10, INF X 10	NF	WP	APC=BTR-50PK, MT-LB
11	ARBN CO	25/4	BMD X 14, INF X 9 SPG-9 TM X2	NF	ARBN	
12	1ST LN TK CO	10/1	AFV X 10	NF	SOV	AFV=T-94, T-80, T-72, T-64
13	2ND LN TK CO	10/1	AFV X 10	NF	SOV	AFV=T-62A, T-55A
14	WP TANK CO	10/1	AFV X 10	NF	WP	AFV=T-55A, T-72
15	1ST LN TK PLT	4/1	AFV X 4	NF	SOV	AFV=T-94, T-80, T-72, T-64
16	2ND LN TK PLT	4/1	AFV X 4	NF	SOV	AFV=T-62A, T-55A
17	WP TANK PLT	4/1	AFV X 4	NF	WP	AFV=T-55A, T-72
18	AG PLT	3/1	AFV X 3	NF	ARBN	AFV=ASU-57, ASU-8
19	1ST LN INF PL	8/1	APC X 3, INF X 3 SA-7 X 1, SPIGOT X 1	NF	SOV	APC=BMP-1, BMP-2
20	2ND LN INF PL	7/1	APC X 3, INF X 3 SA-7 X 1	NF	SOV	APC=BTR-50K, BTR-60, BTR-70, MT-LB
21	WP INF PLT	6/1	APC X 3, INF X 3	NF	WP	APC=BTR-50PK, BTR-60P, BTR-70, MT-LB
22	ARBN PLT	7/1	BMD X 4, INF X 3	NF	ARBN	
23	VEH-AT	3/1	APC X 3	NF	ALL	APC=BRDM-2SAG, BRDM-3SPI, BRDM-3SPA
24	INF-AT	3/1	APC X 1, AT TM X 2	NF	ALL	APC=BTR-50PK, BTR-60P, BTR-70, MT-LB
25	ARBN AT	4/1	GAZ-69 X 2, SPIGOT TM X 2	NF	ARBN	



# SOVIET-EUROPE FORMATIONS (CONTINUED)

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL	NOTES
26	AT GUN SEC	4/1	MT-LB X 2, AT X 2	NF	ALL	AT=D-44, T-12, M-44
27	LT MOR SEC	3/1	GAZ-69 X 1, 82MOR X 2	NF	ALL	
28	MORTAR SEC	2/1	MOR X 2	NF	ALL	MOR=VASILEK, 82MOR, 120MOR
29	RECON PLT	6/1	BMP-R X 3, INF X 3	NF	SOV	
30	A/C PLT	3/1	AFV X 3	NF	ALL	APC=BRDM-1, BRDM-2
31	REC TK PLT	3/1	AFV X 3	NF	SOV	AFV=PT-76, BMP-R
32	SAM/VEH	2/1	SAM X 2	NF	SOV	SAM=SA-8, SA-9, SA-13
33	AA/VEH	2/1	AA X 2	NF	ALL	AA-ZSU-57-2, ZSU-23-4
34	WP SAM/VEH	2/1	SA-9 X 2	NF	WP	
35	SP ART	2/1	SPA X 2	NF	SOV	AFV=SAU-122, SAU-152, VASILEK SO-120
36	HELICOPTER	1/1	HELI X 1	NF	ALL	HELL=HIND-A, HIND-D, HAVOC
37	AIR ASSLT PLT	8/1	HIP-E X 4, INF X 4	NF	ALL	
38	ROCKET BAT	6/1	RKT X 6	NF	ALL	RKT=BM-21MRL, BM-24MRL
39	DIV ART	2/1	ART X 2	NF	ALL	ART=MDM, HVY
40	HVY ART	2/1	ART X 2	NF	ALL	ART=HOW, HVY MOR
41	GUN/MTR SEC	3/1	GUN X 3	NF	ALL	GUN=VASILEK, SO-120



# NATO-EUROPE FORMATIONS

NO.	FORMATION	UNITS/HQS	UNIT TYPE	AVAIL	NATION	NOTES
1	US BATT HQ	3/1	APC X 2, STINGER X 1	NF	US	APC=BRADLEY, M113
2	BR BATT HQ	4/1	APC X 2 FERRET X 1, BLOWPIPE X 1	NF	BR	APC=MCV-80 FV432, SARACEN
3	WG BATT HQ	3/1	APC X 1, M113 X 1 GEPARD X 1	NF	WG	APC=M113, MARDER TPZ-1
4	FR BATT HQ	2/1	AMX-10P X 2	NF	FR	
5	US TK CO	14/4	AFV X 14	NF	US	AFV=M1 ABRAMS, M60A3, M60A1
6	BR TK CO	14/4	AFV X 14	NF	BR	AFV=CHALLENGER CHIEFTAN
7	WG TK CO	13/4	AFV X 13	NF	WG	AFV=LEOPARD2, LEOPARD1A4, M48A2G
8	FR TK CO	17/5	AFV X 17	NF	FR	AFV=AMX-40, AMX-30B2
9	US INF CO	37/5	APC X 13, INF X 9, DRAGON X 9 STINGER X 1, M901 X 2, M125 X 3	NF	US	APC=BRADLEY, M113
10	BR INF CO	25/4	APC X 13, INF X 9, FV432M X 2, FERRET X 1	NF	BR	APC=MCV-80, SARACEN, FV432



NATO-EUROPE FORMATIONS (CONTINUED)

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL	NOTES
11	WG INF CO	31/4	APC X 11, INF X 9, MILAN X 9, STINGER X 2	NF	WG	APC=M113, TPZ-1, MARDERA1
12	FR INF CO	39/5	APC X 18, INF X 13 MILAN X 8	NF	FR	APC=AMX-10P, MMX-VC1
13	US TK PLT	4/1	AFV X 4	NF	US	AFV=M1 ABRAMS, M60A3, M60A1
14	BR TK PLT	4/1	AFV X 4	NF	BR	AFV=CHALLENGER, CHIEFTAN
15	WG TK PLT	4/1	AFV X 4	NF	WG	AFV=LEOPARD2, LEOPARD1A4, M48A2G
16	FR TK PLT	4/1	AFV X 4	NF	FR	AFV=AMX-40, AMX-30B2
17	FR ARM PLT	3/1	AFV X 3	NF	FR	AFV=AMX-10RC, ERC90S
18	US INF PLT	10/1	APC X 4, INF X 3 DRAGON X 3	NF	US	APC=M2 BRADLEY, M113
19	BR INF PLT	7/1	APC X 4, INF X 3	NF	BR	APC=MCV-80 SARACEN, FV432
20	WG INF PLT MILAN X 3	9/1	APC X 3, INF X 3,	NF	WG	APC=M113, TPZ-1, MARDERA1
21	FR INF PLT	9/1	APC X 4, INF X 3 MILAN X 2	NF	FR	APC=AMX-10P, MMX-VC1
22	US SPT PLT	5/1	M901 X 2, M125 X 3	NF	US	
23	US CAV PLT	10/1	APC X 3, M901 X 2, M106 X 1, INF X 2 DRAGON X 2	NF	US	APC=BRADLEY, M113CAV



NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL	NOTES
24	BR AT TRP	3/1	AT X 3	NF	BR	AT=STRIKER, SPARTAN MI
25	FR TD PLT	3/1	AFV X 3	NF	FR	AFV=AMX-13/105 AMX-13/75SS, AMX-13/75HA
26	WG AT PLT	4/1	AFV X 4	NF	WG	AFV=KANONE, JAGUAR-1, JAGUAR-2
27	US TOW SEC	2/1	M901 X 2	NF	US	
28	FR AT SEC	2/1	MEPHISTO X 2	NF	FR	
29	BR WOMBAT SEC	4/1	FV432 X 2 WOMBAT X 2	NF	BR	
30	BR MILAN SEC	7/1	FERRET X 1, FV432 X 2, MILAN X 4	NF	BR	
31	WG REC TRP	2/1	LUCHS X 2	NF	WG	
32	BR REC SEC	2/1	AFV X 2	NF	BR	AFV=FOX, SCORPION, SCIMITAR
33	FR AA SEC	2/1	AMX-30DCA X 2	NF	FR	
34	BR AA SEC	3/1	AA X 3	NF	BR	AA=TR-1, WOMBAT, BLOWPIPE
35	US AA SEC	2/1	M136A2 X 1, ADATS X 1	NF	US	
36	US ROLAND SEC	2/1	ROLAND X 2	NF	US	
37	LT ART BAT	2/1	LT ART X 2	NF	BR	
38	DIV ART	6/1	M113 X 1, MDM ART X 4, HVV ART X 1	NF	ALL	
39	MRLS BAT	3/1	MRLS X 3	NF	ALL	



# NATO-EUROPE FORMATIONS (CONTINUED)

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL	NOTES
40	HELICOPTER	1/1	HELI X 1	NF	US	HELI=APACHE, COBRA
41	HELICOPTER	1/1	LYNX X 1	NF	BR	
42	HELICOPTER	1/1	PAH-1 X 1	NF	WG	
44	AIR MBL PLT	8/1	UH-1H X 4, INF X 4	NF	ALL	

# BLUE-MIDEAST FORMATIONS

NO.	FORMATION	UNITS/HQS	UNIT TYPE	AVAIL	NATION	NOTES
1	US RDF HQ	5/1	INF X 1, STINGER X 1 UH-1 X 2, DRAGON X 1	NF	US	
2	ISRL HQ	4/1	INF X 2, APC X 2	ALL	IS	APC=M113, M3 HT
3	IRAQ HQ	3/1	BMP X 1, INF X 1 ZSU-23 X 1	NF	IQ	
4	TANK CO	14/4	AFV X 14	NF	US	AFV=M1 ABRAMS, M60A3, M60A1
5	56 TK CO	11/4	AFV X 11	56	IS	AFV=M-47, CENTURIAN, SHERMAN ISHERMAN, AMX-13
6	73 TK CO	11/4	AFV X 11	73	IS	AFV=M60A3, M60A1, T1-67, M-48, MERKAVA
7	IRQ TK CO	10/4	AFV X 10	NF	IQ	AFV=AMX-30, T-72, T-62, T-55, T-34
8	US INF CO	37/5	APC X 13, INF X 10	NF	US	APC=M2 BRADLEY, M113
9	IS MECH CO	28/4	APC X 13, INF X 13 M125 X 2	56	IS	APC=M3 HT, M113



NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL	NOTES
10	IRQ MECH CO	19/4	APC X 10, INF X 9	NF	IQ	APC=M3 HT, BMP, BTR-50, BTR-60, BTR-152
11	MARINE CO	37/4	LAV-25 X 14, INF X 13, DRAGON X 6, 40MMGL X 2, HUMMER X 1, LAV-FOGM X 1	NF	US	
13	TANK PLT	4/1	AFV X 4	NF	US	AFV=M1, ABRAMS, M60A3, M60A1
14	56 TK PLT	3/1	AFV X 3	56	IS	AFV=M-47, AMX-13 CENTURION, SHERMAN ISHERMAN
15	73 TK PLT	3/1	AFV X 3	73	IS	AFV=M60A3, M60A1 T1-67, M-48, MERKAVA
16	TANK PLT	3/1	AFV X 3	NF	IQ	AFV=AMX-30, T-72, T-62, T-55, T-34
17	US INF PLT	10/1	APC X 4, INF X 3 DRAGON X 3	NF	US	APC=M2 BRADLEY, M113
18	US SPT PLT	5/1	M901 X 2, M106 X 3	NF	US	
19	IS MECH PLT	8/1	APC X 4, INF X 4	56	IS	APC=M113, M3 HT
20	IQ MECH PLT	6/1	APC X E, INF X 3	NF	IQ	APC=M3 HT, BMP, BTR-50, BTR-60, BTR-152
21	US CAV PLT	10/1	M113 CAV X 3, INF X 2, DRAGON X 2, M901 X 2 M106 X 1	NF	US	
22	US MARINE PLT	10/1	LAV-25 X 4, INF X 4 DRAGON X 2	NF	US	



BLUE-MIDEAST FORMATIONS (CONTINUED)

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL	NOTES
23	US AIR CAV	8/1	UH-1 X 4, INF X 4	NF	US	
24	PARA PLT	4/1	INF X 4	56	IS	
25	PARA AT	4/1	VEH X 4	67	IS	VEH=M113 TOW, JEEP/106RR, JEEP/SS-11, JEEP/TOW
26	INF PLT	6/1	APC X 3 INF X 3	NF	IQ	APC=M3 HT, BMP, BTR-50 BTR-60, BTR-152
27	US TOW SEC	2/1	M901 X 2	NF	US	
28	AT SEC	2/1	BRDM X 2	NF	IQ	
29	DRAGON SEC	3/1	DRAGON X 3	NF	US	
30	INF AT SEC	3/1	INF AT X 3	56	IS	INF AT=DRAGON, BAZOOKA
31	LAV-AT PLT	3/1	AFV X 3	NF	US	AFV=LAV-AG, LAV-TOW, LAV-FOGM
32	VEH AT SEC	2/1	VEH X 2	67	IS	VEH=M113 TOW, JEEP/106RR, JEEP/SS-11, JEEPTOW
33	IRQ AA SEC	2/1	AA X 2	NF	IQ	AA=ZSU-23-4, SA-7
34	FLAK SEC	2/1	AA X 2	NF	US	AA=M163A3, ADATS CHAPPARAL
35	FLAK SEC	2/1	AA X 2	NF	IS	AA=M3/20, M163A2
36	IRQ REC SEC	2/1	PT-76 X 2	NF	IQ	
37	LT ART BAT	2/1	LT ART X 2	56	IS	
38	DIV ART	5/1	MDM ART X 4 HVV ART X 1	56	ALL	
39	MRLS BAT	3/1	MRLS X 3	NF	ALL	
40	HELICOPTER	1/1	HELI X 1	NF	US	HELI=APACHE, COBRA, UH-1



## RED-MIDEAST FORMATIONS

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL	NOTES
41	HELICOPTER	1/1	HELI X 1	73	IS	HELI=COBRA, UH-1
42	HELICOPTER	1/1	HELI X 1	NF	IQ	HELI=HIND, MI-8

NO.	FORMATION	UNITS/HQS	UNIT TYPE	AVAIL	NATION	NOTES
1	SOV HQ	3/1	APC X 1, AA X 1, INF X 1	NF	SOV	APC=BMP-SHU, BROM-1, BROM-2, AA=ZSU-23-4, ZSU-57-2, SA-8, SA-9
2	ARAB HQ	2/1	APC X 1, INF X 1	56	AR	APC=BTR-60P, BTR-70, M3 HT, BTR-40, BMP
3	IRAN HQ	2/1	APC X 1, INF X 1	NF	IR	APC=M3 HT, M113
4	SOV TK CO	13/4	AFV X 13	NF	SOV	AFV=T-94, T-80, T-72, T-64, T-62
5	56 TK CO	10/4	AFV X 10	56	AR	AFV=T-34, T-55, T-10M, JS-III
6	73 TK CO	10/4	AFV X 10	73	AR	AFV=T-55, T-62, T-72
7	IRAN TK CO	16/4	AFV X 16	NF	IR	AFV=T-62, T-55, M60A1, M-48, CHIEFTAN
8	SOV RFL CO	23/4	APC X 10, INF X 9 SA-7 X 3, VASILEK X 1	NF	SOV	APC=BTR-60P, BTR-70, BTR-40, BMP



RED-MIDEAST FORMATIONS (CONTINUED)

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL	NOTES
9	RIFLE CO	20/4	APC X 10, INF X 10	56	AR	APC=M3 HT, BTR-60P, BTR-70, BTR-40, BMP
10	INF CO	22/4	M113 X 13, INF X 9	NF	IR	
11	SOV ABN CO	25/4	BMP X 2, SPG-9 X 2 BMD X 12, INF X 10	NF	SOV	
12	SOV TK PLT	4/1	AFV X 4	NF	SOV	AFV=T-94, T-80, T-72, T-64, T-62
13	56 TK PLT	3/1	AFV X 3	56	AR	AFV=T-34, T-55, T-10M, JS-111
14	73 TK PLT	3/1	AFV X 3	73	AR	AFV=T-55, T-62, T-72
15	IRAN TK PLT	5/1	AFV X 5	NF	IR	AFV=T-62, T-55, M60A1, M-48, CHIEFTAN
16	RIFLE PLT	6/1	APC X 3, INF X 3	NF	SOV	APC=BTR-60P BTR-70, BTR-40, BMP
17	RIFLE PLT	6/1	APC X 3, INF X 3	56	AR	APC=BTR-60P, BTR-70, BTR-40, BMP, M3 HT
18	INF PLT	7/1	M113 X 4, INF X 3	NF	IR	
19	SOV ABN PLT	7/1	BMD X 4, INF X 3	NF	SOV	
20	SOV VEH AT	3/1	APC X 3	NF	SOV	APC=BRDM-2SAG, BRDM-3SP1, BRDM-3SPA
21	SOV INF AT	3/1	AT X 3	NF	SOV	AT=SAGGER, SPIGOT, SPG-9 T-12, D-44
22	ARAB VEH AT	3/1	AFV X 3	56	AR	AFV=SU-100, BRDM-2SAG



NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL	NOTES
23	ARAB INF AT	4/1	SAGGER X 2 RPG X 2	73	AR	
24	IRAN VEH AT	4/1	VEH X 4	NF	IR	VEH=JEEP/106RR, M150
25	ARBN AT	4/1	GAZ-69 X 2, SP/IGOT X 2	NF	SOV	
26	AT GUN SEC	4/1	GAZ-69 X 2	56	ALL	AT=D-44, T-12
27	LT MOR SEC	3/1	GAZ-69 X 1, 82MOR X 2	56	ALL	
28	MOR SECQ	2/1	MOR X 2	56	ALL	MOR=120MOR, 82MOR
29	REC PLT	6/1	BMP X 3, INF X 3	73	ALL	
30	REC TK PLT	3/1	PT-76 X 3	73	ALL	
31	ARBN SPG PLT	3/1	AFV X 3	NF	SOV	AFV=ASU-85, ASU-57
32	SAW/VEH	2/1	AA X 2	73	ALL	AA=SA-8, SA-9, SA-13
33	AA/VEH	2/1	AFV X 2	73	ALL	AFV=ZSU-57-2, ZSU-23-4
34	SP ART SEC	2/1	SPA X 4	73	ALL	AFV=SAU-122, ASU-152, VASILEK SO-120
36	HELICOPTER	1/1	HELI X 1	73	ALL	HELI=HIP-E, HIND-A, HIND-D, HAVOC
37	GUN MRTR SEC	3/1	AFV X 3	56	ALL	AFV=VASILEK, SO-120
38	RKT BAT	6/1	BM-21MRL X 4 BM-24M4L X 2	73	ALL	
39	DIV ART	2/1	MDM ART X 1 HVY ART X 1	56	ALL	
40	ARMY ART	2/1	HVY ART X 2	56	ALL	



## SCENARIO NOTES:

### Europe Scenarios

Scenario Name: **SHOOTOUT ON THE E4**

Date of Action	Map Size:	Visibility:	Red Mission:	Blue Mission:	Game Length	Suggested Human Player
Hypothetical	40 x 90	40	Clear Objective	Hold Objective	30	Blue

**Historical Notes:** Leading from Dusseldorf to Nurnburg there are a vital set of roads that link ground traffic between northern and southern Germany. One of these roads is the E4. The Soviets desperately needed to control this autobahn route to hamper NATO supply nets from running up and down the front. All that stood in the way of the Soviet spearhead were the remnants of the American 3rd Infantry Brigade. On day 3 of WWII, the 11th Guards Tank Division and the 4th GDR Motor Rifle Division drove towards this critical road net.

Scenario Name: **BREAKTHROUGH AT NEUKIRCHEN**

Date of Action	Map Size:	Visibility:	Red Mission:	Blue Mission:	Game Length	Suggested Human Player
Hypothetical	40 x 90	40	Clear Objective	Hold Objective	30	Blue

**Historical Notes:** Eight days after the balloon went up in Europe, the Soviets began to use their second echelon forces in the growing conflict. Many elements of the Polish and Czech national Armies were thrown against the exhausted Nato defenders. In one such incident, the 3rd Polish Mech Division attempted a breakthrough at the strategic crossroads, in the town of Neukirchen. Determined to stop this latest attempt, West German "Heimatschutzen"



Scenario Name: **RED RANGERS**

Date of Action	Map Size:	Visibility:	Red Mission:	Blue Mission:	Game Length	Suggested Human Player
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Hypothetical	40 x 90	30	Clear Objective	Hold Objective	60	Red
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**Historical Notes:** The 1st Battalion of the French 3rd Armoured Division had been sent to a rear area to guard a bridge on the Rhine-main, near Stuttgart and to refit for a counter offensive that NATO was planning. The Soviet's 36th Desant (Air Assault) Brigade interrupted this refit by dropping in on the unsuspecting French. Three hours after beginning the landing, the Soviets had completed their deployment and recovered the equipment that had survived the French AA fire. After a half-hour, the dispersed Desant unit began their assault towards the bridge.

Scenario Name: **BRIDGEHEAD ON THE WESER**

Date of Action	Map Size:	Visibility:	Red Mission:	Blue Mission:	Game Length	Suggested Human Player
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Hypothetical	40 x 90	50	Clear Objective	Hold Objective	60	Red
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**Historical Notes:** On day 5 of WWII, the Soviets managed to force a bridgehead on the Weser river. If it held, the 2nd Guards Tank Army would have been able to use it as a leaping off point for a drive on the Rhine river. Exhausted and burned out, the 16th Guards Tank Division pulled out of the bridgehead for refit and elements of 5th Mechanized Division (a category "C" Division) were ordered to hold the bridgehead until relieved. Realizing the importance of the breach in NATO's lines, units of the British 2nd Armoured Brigade and U.S. 5th Airmobile Battalion were ordered to eliminate the bridgehead and restore the line at the Weser River.



# Mideast Scenarios

Scenario Name: **CHINESE FARM**

Date of Action	Map Size:	Visibility:	Red Mission:	Blue Mission:	Game Length	Suggested Human Player
Hypothetical	90 x 40	10	Clear Objective	Hold Objective	30	Blue

**Historical Notes:** Despite the ferocity of the initial surprise attack by the Egyptian Army along the Suez Canal, the Israelis struck back at the positions of the Egyptian 2nd Army north of Deversior. After fierce fighting, they pushed the Egyptians back and established a small bridgehead across the Suez. Realizing the vital importance of the breach, the Egyptians counterattacked with the combined might of the 16th Infantry Division and the 21st Armored Division. When the Israelis reacted by sending the elements of the Natke and Gaby Armor Brigades, the battle for the Chinese Farm was on.

Scenario Name: **JANOS TO THE RESCUE**

Date of Action	Map Size:	Visibility:	Red Mission:	Blue Mission:	Game Length	Suggested Human Player
Hypothetical	90 x 40	30	Clear Objective	Engage Enemy Forces	30	Blue

**Historical Notes:** Using their numerical advantage, on 6 October, 1973 the Syrian Army burst across the Israeli border and swarmed into the fortified Golan Heights and cut off several Israeli units. These units, besieged and totally outnumbered, tried desperately to hold onto their positions. In a daring move, the 7th Armored Brigade, under the command of Colonel Avigador "Janos" Gal, repeatedly struck back at the advancing Syrians and relieved many of the isolated outposts.



Scenario Name: **THE ROAD TO SHIRAZ**

Date of Action	Map Size:	Visibility:	Red Mission:	Blue Mission:	Game Length	Suggested Human Player
Hypothetical	90 x 40	40	Delay Enemy Forces	Bypass Enemy Forces	60	Blue

**Historical Notes:** After the end of the Iran-Iraq war, the Iranians began to concentrate their efforts on spreading their own kind of Islamic Holy war. Iran chose Kuwait as the first nation to feel their holy jihad and quickly pushed across the border with far superior numbers. The government of Kuwait, finding themselves running out of country, appealed to the U.S. for military assistance. In response, the U.S. sent in the 1st Marine Brigade in a daring amphibious assault behind the Iranian supply lines. The Marines quickly drove on Shiraz in an effort to capture the primary Iranian supply depot.

Scenario Name: **HAMADAN: RING OF FIRE**

Date of Action	Map Size:	Visibility:	Red Mission:	Blue Mission:	Game Length	Suggested Human Player
Hypothetical	90 x 40	50	Engage Enemy Forces	Hold Objective	60	Blue

**Historical Notes:** With the U.S. Marine forces driving behind their lines and the strong possibility of additional RDF forces (82nd Airborne and 101st Airmobile Divisions) being committed to reinforce the beachhead, the Iranian Army reacted by launching strong counterattacks against the Marines. One of these counterattacks succeeded in cutting off the elements of the 2nd Marine Battalion at the town of Hamadan. Surrounded by various Iranian units, the Marines of the 2nd were given one order... to hold until relieved.



TERRAIN EFFECTS CHARTS:  
Mideast & Europe

MIDEAST

#	Terrain Type	Level	Cover?	Movement Costs		
				V	T	F
0	Clear	1	N	5	5	5
1-7	Road	1	N	3.5	2.5	4
8-9	Stone Bldg	1	Y	20	NA	7.5
10	Olive Trees	1	Y	20	60	10
11-16	Slope	2	N	7.5	10	6
17-18	Slope/Road	2	N	4	3.5	2
19	Rough	2	Y	20	60	10
20	Sand	1	Y	15	60	10
21	Impassible Sand	1	N	NA	NA	25
22	Depression	1	Y	20	60	10
23	Wood Bldg	1	Y	5	5	5
24	Clear	3	N	5	5	5
25-31	Road	3	N	3.5	2.5	4
32-33	Stone Bldg	3	Y	20	NA	7.5
34	Olive Trees	3	Y	20	60	10
35	Rough	4	Y	20	60	10
36	Sand	3	Y	15	60	10
37	Bldg Fire	1	Y	20	60	10
38	Depression	3	Y	20	60	10
39	Wood Bldg	3	Y	5	5	5

EUROPE

#	Terrain Type	Level	Cover?	Movement Costs		
				V	T	F
0	Clear	1	N	5	5	5
1-7	Road	1	N	3.5	2.5	4
8-9	Stone Bldg	1	Y	20	NA	7.5
10	Forest	1	Y	20	60	10
11-16	Slope	2	N	7.5	10	6
17-18	Slope/Road	2	N	4	3.5	2
19	Rough	2	Y	20	60	10
20	Wheat	1	Y	5	10	7.5
21	Cliff	3	N	NA	NA	25
22	Depression	1	Y	20	60	10
23	Wood Bldg	1	Y	5	5	5
24	Clear	3	N	5	5	5
25-31	Road	3	N	3.5	2.5	4
32-33	Stone Bldg	3	Y	20	NA	7.5
34	Forest	3	Y	20	60	10
35	Rough	4	Y	20	60	10
36	Wheat	3	Y	5	10	7.5
37	Bldg Fire	1	Y	20	60	10
38	Depression	3	Y	20	60	10
39	Wood Bldg	3	Y	5	5	5



40	Oasis	0	Y	5	5	5
41	Water	0	N	NA	NA	NA
42-47	Escarpment	0	N	NA	NA	25
48-49	Bridge	0	N	5	5	5
50	Coast	0	N	5	5	5
51	Coast	0	N	5	5	5
52	Coast	0	N	5	5	5
53	Unused					
54	Vegetation Fire	1	Y	20	60	10
55	Rubble	1	Y	25	NA	10
56	Rubble	3	Y	25	NA	10
57	Dragon teeth	1	N	60	NA	5
58	Dragon teeth	2	N	60	NA	5
59	Dragon teeth	3	N	60	NA	5

#### NOTES:

Number preceding type is number used for placing terrain during the map build routines.

Level is the height level of the feature.

Cover indicates whether the feature does (Y) or does not (N) provide cover to units in that feature. All cover is soft except for stone buildings, which are hard cover.

Movement numbers are costs in miles per hour to enter square.

When the weather is rain, add 2.5 to the cost to enter all terrain features.

V = All vehicles except trucks

T = Trucks

F = Foot and mobile gun (mortar) units

40	Swamp	0	Y	30	NA	15
41	Water	0	N	NA	NA	NA
42-47	River	0	N	NA	NA	NA
48-49	Bridge	1	N	5	5	5
50	Coast/River	0	N	NA	NA	25
51	Coast	0	N	5	5	5
52	Coast/Beach	0	N	5	10	7.5
53	Beach	0	N	5	10	7.5
54	Vegetation Fire	1	Y	20	60	10
55	Rubble	1	Y	25	NA	10
56	Rubble	3	Y	25	NA	10
57	Dragon teeth	1	N	60	NA	5
58	Dragon teeth	2	N	60	NA	5
59	Dragon teeth	3	N	60	NA	5

#### NOTES ON GRAPHICS:

There are some graphic shapes which you will see on the screen which may require some explanation. The shape that looks like two arrows facing each other is the conflict symbol, and is used whenever forces of both sides are in the same square. Tank, vehicle, and anti-tank gun units can face any of the 8 possible directions, and hence have a different shape for each. Infantry and mortar units, while able to face any of the 8 directions, have only one symbol which is used for any facing.

Finally, to become familiar with the various terrain shapes, you will note that the number of each shape is given in the map build routine as the cursor is placed in the square of the feature. The best way to learn about the terrain for a given feature is to choose to build a custom map, and then type in one square of each type of terrain.



## MAP MENU

- (1-8) Move cursor.
- (9) Display current score.
- (0) View terrain only. All units are cleared from the screen so that the underlying terrain can be seen.
- (A-S) Select unit. Press the formation letter followed by the unit number. That unit will become the current unit and you will be placed in the Unit Menu.
- (U) Get unit at cursor position. The unit at the cursor location will become the current unit and you will be placed in the Unit Menu.
- (V) View. All squares that can be seen from the cursor location will be inverted.
- (W) View mission objective. All squares in the mission objective area will be inverted.
- (X) Exit Orders Phase.
- (Y) Inspect stack. The type of the next unit down in the stack will appear at the bottom of the Map Menu. It can then be accessed with the U key.
- (Z) Toggle maps. The map changes to whichever (strategic or tactical) is not in use. The score is displayed and the game will end.
- (\*) Places all units on a side under computer control. In Deployment, this key Digs-in all units.

## KEYS ACTIVE DURING COMBAT PHASE

- (1) Decrease message delay 1 increment.
- (9) Increase message delay 1 increment.
- (0) Orders. Go to an Orders Phase at the end of the current Combat Phase.
- (P) Toggle pause. When first hit, will stop the action; when hit again, will restart it.
- (S) Toggle sound. Turns sound on and off.
- (T) View terrain only. All units are cleared from the screen so that the underlying terrain can be seen.
- (Z) Toggle maps. The map changes to whichever (strategic or tactical) is not in use.

**QUESTIONS OR PROBLEMS:** Our main business telephone number is (415) 964-1353. We also have a Technical Support Hotline number: (415) 964-1200, which you can call if you have problems with your disk or need a clarification of the game/rules. Both numbers can be called every workday, 9 to 5 Pacific Time.



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